**Report**

1. What are three conclusions we can make about Kickstarter campaigns given the provided data?

Some of the conclusions we can make are:

* From Sheet2, only few projects went “live” in limited categories – “food”, “music” and “theater”. In other categories there was not a single project that went live.
* From Sheet3, sub categories like “animation”, children’s book”, “drama”, “fiction”, “jazz”, “translations” and “video games” have almost no success.
* From Sheet4, rate of “failed”, “success” is flat line with respect to “date created”. This means, rate of “failed” or “success” does not depend on “date created”.
* From Bonus, rate of “success” is highest for project with lower “goal” amounts. The rate of “success” decreases with the increase in “goal” amounts.

1. What are some of the limitations of this dataset?

One limitation with the dataset is that there is no data indicating what caused the project to go in to “failed” or “canceled”. Is it due to “not enough funding” or “no interest” or “market condition”, etc.

1. What are some other possible tables/graphs that we could create?

Other possible graphs or tables we could create is:

1. per category “percentage success”, “percentage failure”, “percentage live” and “percentage

canceled”

1. per subcategory “percentage success”, “percentage failure”, “percentage live” and “percentage canceled”